

REASON

- **To prepare different types of gunnery and force-on-force exercises you must know how to operate the TDRS setup program.**

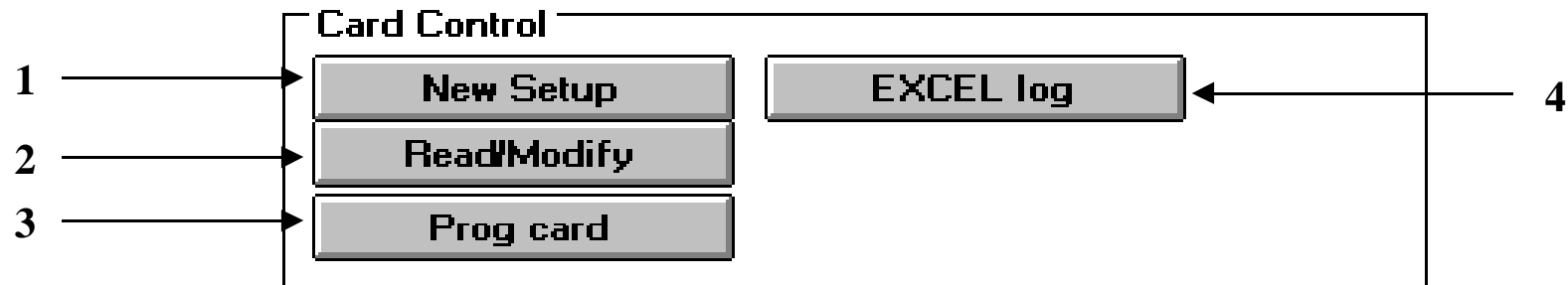
TRAINING OBJECTIVE

- **In a classroom environment, given a TDRS computer unit and TM 9-6920-711-12&P-1, you will perform the following:**
 - **Operate setup program controls and indicators.**
 - **Set up a panel gunnery exercise.**
 - **Set up a force-on-force exercise.**
 - **Set up a scaled gunnery exercise.**
 - **Set up a tracking training exercise.**

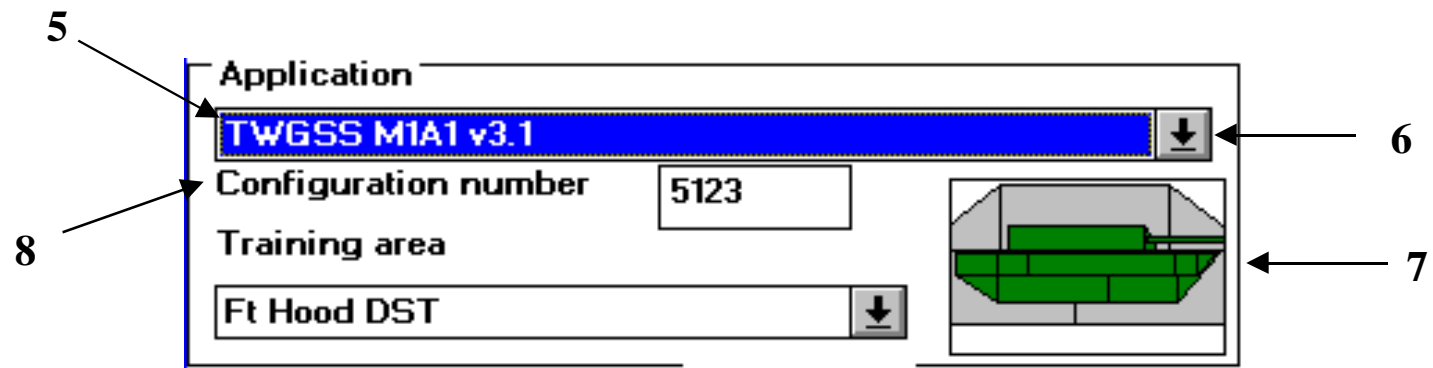
SET UP MAIN MENU

AAR - [PGS M3 TOW2 v3.0]																
File Setup Window Help																
Setup AARList AARMap																
Card Control <input type="button" value="New Setup"/> <input type="button" value="EXCEL log"/> <input type="button" value="Read/Modify"/> <input type="button" value="Prog card"/>		Main weapon <table border="1"> <thead> <tr> <th></th> <th>Turret</th> <th>Hull</th> </tr> </thead> <tbody> <tr> <td>AP</td> <td>70</td> <td>240</td> </tr> <tr> <td>HE</td> <td>230</td> <td>960</td> </tr> </tbody> </table>			Turret	Hull	AP	70	240	HE	230	960				
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AP	70	240														
HE	230	960														
Application PGS M3 TOW2 v3.0 Configuration number 114 Training area Ft Hood DST		Exercise type <input checked="" type="radio"/> Panel Gunnery <input type="radio"/> Combat Tracer <input checked="" type="checkbox"/> Tracer on <input checked="" type="checkbox"/> Burst on Obscuration 1 [s]														
Validity <input checked="" type="checkbox"/> Card total reload <input type="checkbox"/> First insert only <input checked="" type="checkbox"/> New ammo <input type="checkbox"/> First insert only		Coax weapon 7.62 <table border="1"> <thead> <tr> <th>Turret</th> <th>Hull</th> </tr> </thead> <tbody> <tr> <td>800</td> <td>3750</td> </tr> </tbody> </table> Loadtime [s] 0 60 Missile weapon <table border="1"> <thead> <tr> <th></th> <th>Turret</th> <th>Hull</th> </tr> </thead> <tbody> <tr> <td>TOW no 1</td> <td>1</td> <td>5</td> </tr> <tr> <td>TOW no 2</td> <td>1</td> <td>5</td> </tr> </tbody> </table> Loadtime [s] 0 60		Turret	Hull	800	3750		Turret	Hull	TOW no 1	1	5	TOW no 2	1	5
Turret	Hull															
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TOW no 1	1	5														
TOW no 2	1	5														
Organization Commander Gunner Unit Event ID 1 <input type="checkbox"/> ID auto inc.		Presentation <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Fire result on CP Firing <input checked="" type="radio"/> Full scale <input type="radio"/> Scaled gunnery <input type="radio"/> Tracking <input checked="" type="checkbox"/> Ammo dispersion <input type="button" value="Setup"/>														

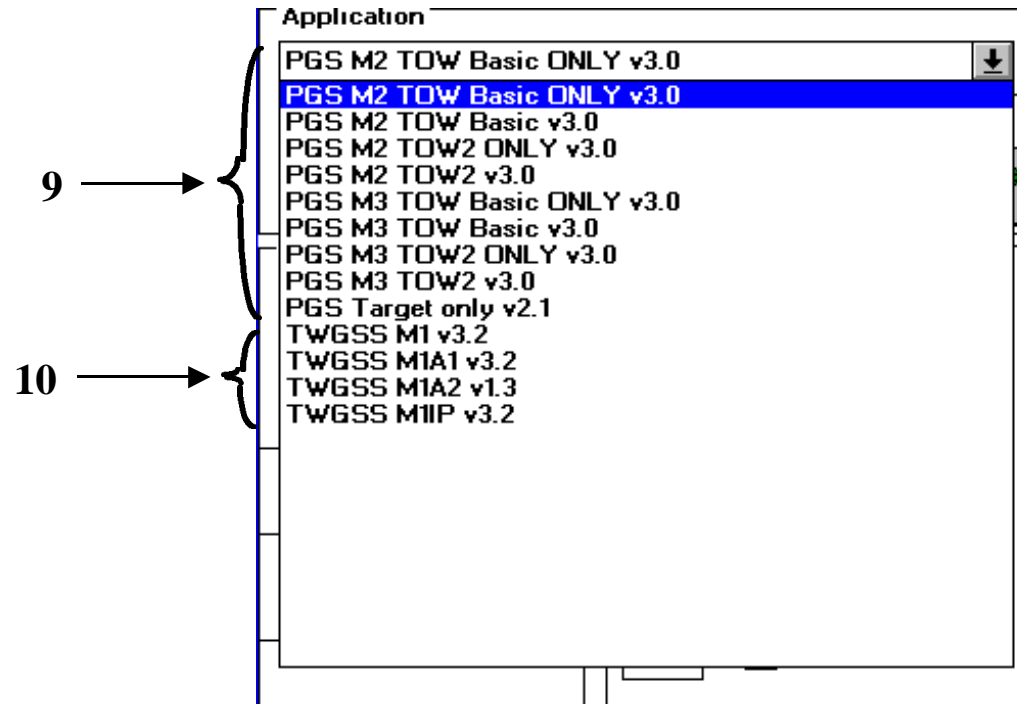
CARD CONTROL COMMAND BUTTONS



APPLICATION DROP DOWN LIST BOX



APPLICATION DROP DOWN LIST BOX



TRAINING AREA DROP DOWN LIST BOX

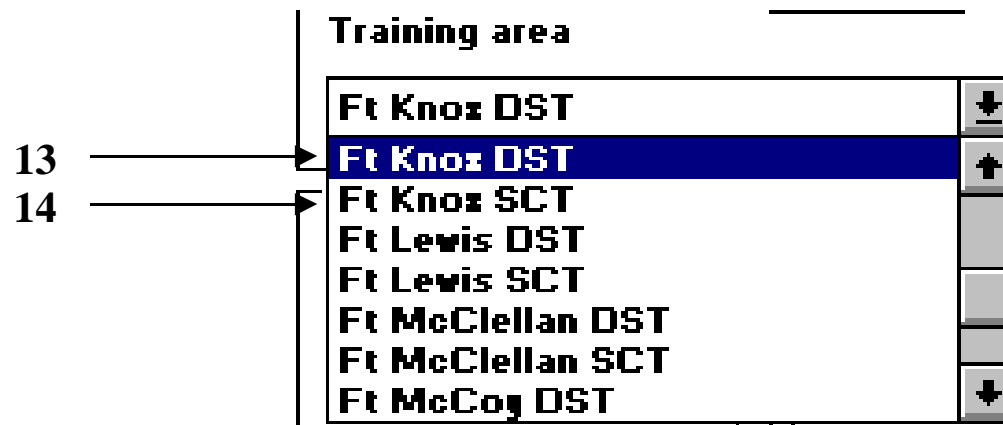
The screenshot displays a software interface with the following elements:

- Application:** A dropdown menu with "TWGSS M1A1 v3.1" selected. A downward arrow icon is on the right.
- Configuration number:** A text box containing the value "5123".
- Training area:** A dropdown menu with "Ft Hood DST" selected. A downward arrow icon is on the right.
- Diagram:** A 3D perspective view of a vehicle interior, showing green seats and a grey dashboard.

Two arrows point to specific parts of the interface:

- Arrow **12** points to the left side of the "Training area" dropdown menu.
- Arrow **11** points to the downward arrow icon on the right side of the "Training area" dropdown menu.

TRAINING AREA/TIME SELECTION



SCT = standard clock time

DST = daylight savings time

CARD VALIDITY CHECKBOX

Validity	
15	<input checked="" type="checkbox"/> Card total reload
16	<input type="checkbox"/> First insert only
17	<input type="checkbox"/> New ammo
18	<input type="checkbox"/> First insert only

ORGANIZATION TEXT BOX

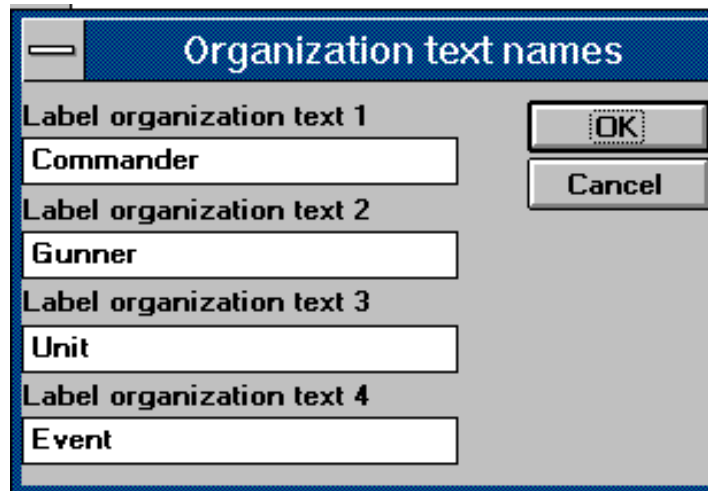
The diagram shows a form titled "Organization" with the following fields and controls:

- Commander**: A text input field.
- Gunner**: A text input field.
- Unit**: A text input field.
- Event**: A text input field.
- ID**: A text input field containing the value "1".
- ☐ **ID auto inc.**: A checkbox for automatic ID incrementing.

Callout numbers and their targets:

- 19**: A bracket pointing to the Commander, Gunner, Unit, and Event fields.
- 20**: Points to the "ID auto inc." checkbox.
- 21**: Points to the ID input field.

ORGANIZATION TEXT NAMES MENU



A screenshot of a software dialog box titled "Organization text names". The dialog box has a blue header bar with the title. Below the header, there are four text input fields, each preceded by a label: "Label organization text 1", "Label organization text 2", "Label organization text 3", and "Label organization text 4". The input fields contain the text "Commander", "Gunner", "Unit", and "Event" respectively. To the right of the input fields are two buttons: "OK" and "Cancel".

Label	Text
Label organization text 1	Commander
Label organization text 2	Gunner
Label organization text 3	Unit
Label organization text 4	Event

MAIN WEAPON TEXT BOX

The diagram shows a rectangular text box for weapon configuration. It contains labels for weapon types, target types, and load times, each followed by an input field. Callout numbers point to specific fields: 22 points to the Turret header, 23 to the Hull header, 24 to the 60s load time field, and 25 to the 6s load time field.

	Turret	Hull
SABOT	11	15
HEAT	6	8

Loadtime [s]	6	60
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Callout numbers: 22 (Turret), 23 (Hull), 24 (60s load time), 25 (6s load time)

COAX WEAPON TEXT BOX

The diagram shows a rectangular text box for a Coax weapon. It contains the following elements:

- Coax weapon**: A label at the top left of the box.
- 7.62**: A text label below the main title.
- Turret**: A label above a text input field containing the value **11400**. An arrow labeled **26** points to this field.
- Hull**: A label above a text input field containing the value **0**. An arrow labeled **27** points to this field.
- Loadtime [s]**: A label to the left of two text input fields, both containing the value **0**. An arrow labeled **29** points to the first field, and an arrow labeled **28** points to the second field.

Coax weapon	Turret	Hull
7.62	11400	0
Loadtime [s]	0	0

MISSILE WEAPON TEXT BOX

Missile weapon	Turret	Hull
TOW no 1	1	3
TOW no 2	1	2
Loadtime [s]	0	60

Diagram illustrating the Missile Weapon Text Box structure with numbered pointers:

- 30 points to the Turret column header.
- 31 points to the Hull column header.
- 33 points to the Turret column data cells.
- 32 points to the Hull column data cells.

EXERCISE OPTION BUTTONS

Exercise type

34 → ☒ Panel Gunnery

35 → ☐ Combat

TRACER EFFECT CHECK BOX

36

Tracer

38

☒ Tracer on

☒ Burst on

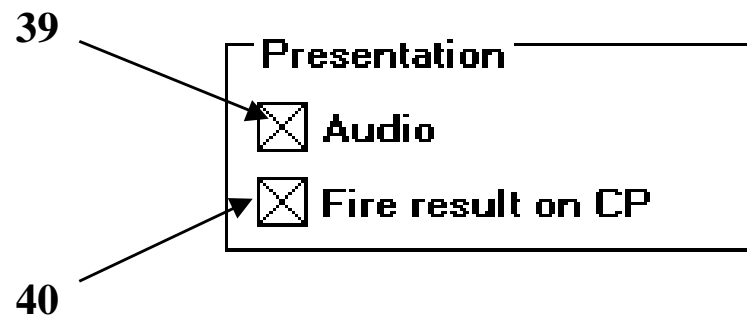
Obscuration time

1

37

The diagram shows a rectangular box titled 'Tracer'. Inside the box, there are two checked checkboxes: 'Tracer on' and 'Burst on'. Below these is the text 'Obscuration time' followed by a small square box containing the number '1'. Three callout lines point to the box: line 36 points to the top-left corner, line 37 points to the right side near the obscuration time box, and line 38 points to the left side between the two checkboxes.

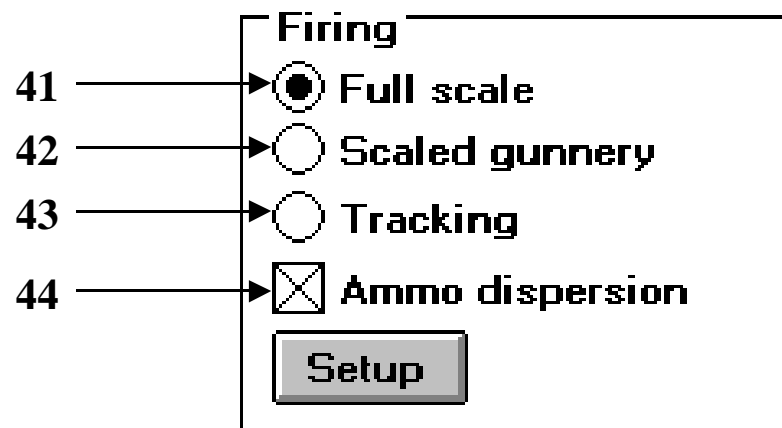
PRESENTATION CHECK BOX



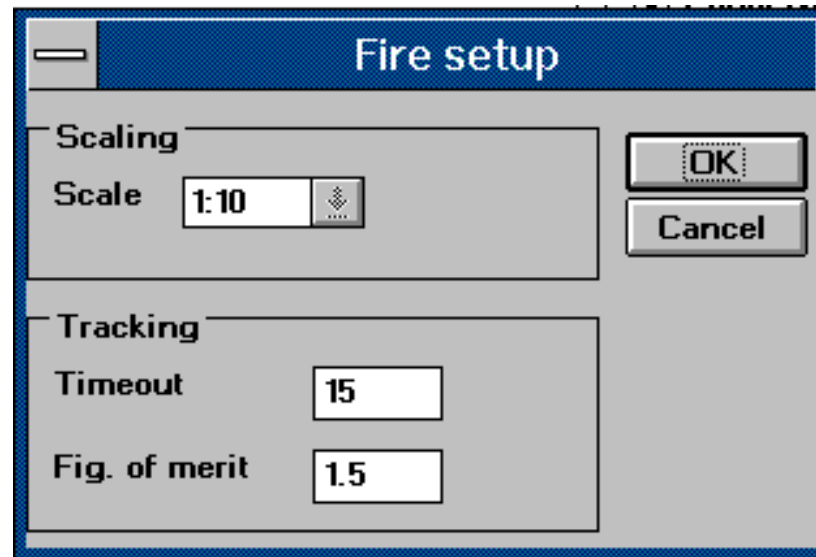
Note.

Audio includes only the NEAR MISS indication.

FIRING MODE OPTION BUTTONS



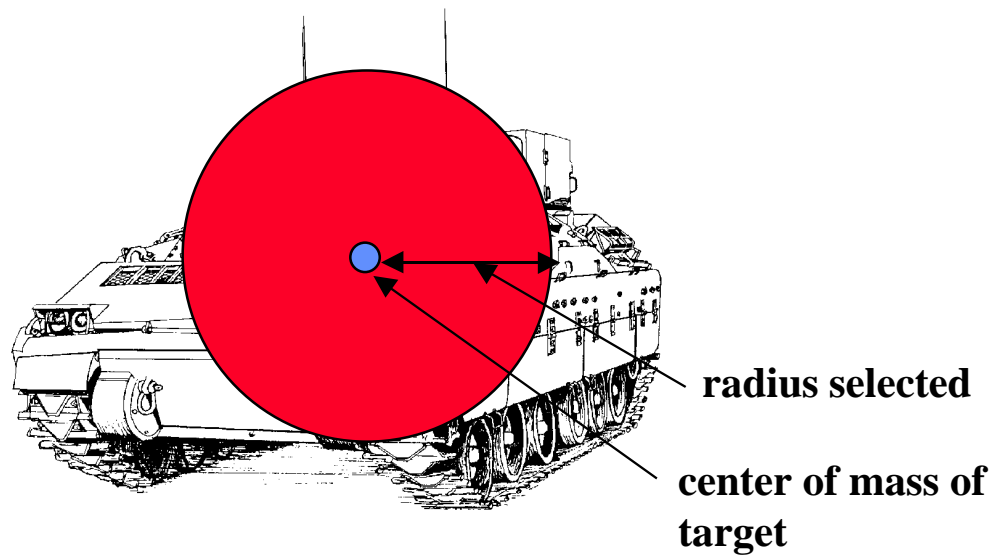
TRACKING TRAINING DIALOG BOX



Tracking time: 3 - 120 seconds

Figure of merit radius: 0 -5 mils

FIGURE OF MERIT



AMMUNITION DISPERSION PARAMETERS

These dispersions are added when DISPERSION checkbox is checked:

- **Coax: 1.0 mil ammunition dispersion added**
- **25 mm: 0.5 mil ammunition dispersion added**
- **105/120 mm: 0.3 mil ammunition dispersion added**
- **TOW: No dispersion added**

SUMMARY

- **Setup program controls and indicators**
- **Panel gunnery exercise setup**
- **Force-on-force exercise setup**
- **Scaled gunnery exercise setup**
- **Tracking training exercise setup**

CLOSING STATEMENT

- **This block of instruction has taught you how to properly prepare TDRS memory cards for the different types of training exercises.**